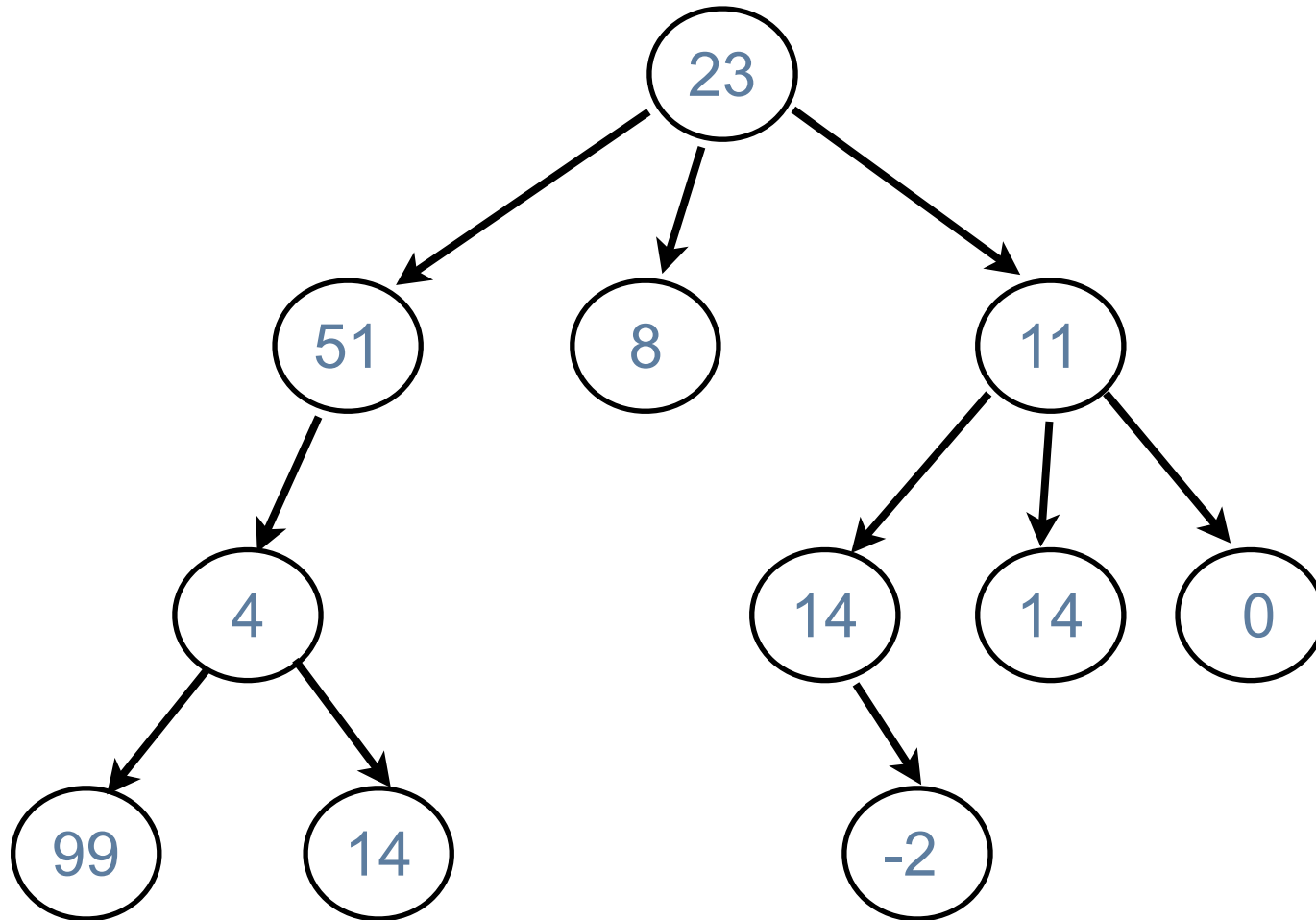


Trees

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Example tree



Terminology

- A tree is a set of **nodes** with directed **edges** between some pairs of nodes.
- An edge connects a **parent** node to a **child** node.
- Nodes may contain values.
- One node is distinguished as the **root**.
- Each node has exactly one parent, except the root.

Terminology

- A **path** is a sequence of nodes n_1, n_2, \dots, n_k where there is an edge from n_i to n_{i+1} .
- The **length** of a path is the number of edges on it.
- There is a exactly one path from a node to the root.
- There are no cycles (paths that form loops).

Terminology

- **leaf**: a node with no children.
- **internal node**: a node with one or more children.
- **subtree**: tree formed by any node and its descendants, and the edges connecting them.
- **height** of a tree: the maximum path length + 1.
- **depth** of a node: height of the whole tree minus the height of the tree rooted at that node.
- **arity** or **branching factor**: max # children for any node.

Uses for trees

- Trees can represent hierarchical relationships, such as:
 - the inheritance hierarchy in a program
 - relationships in an arithmetic expression, e.g.,
 $(3 - (4 \times (6 - 8)) + (25 / 2))$
 - a directory structure